

1. WHAT'S BEHIND DOOR # 2

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RULES: Practical Shooting Handbook, Latest Edition. **COURSE DESIGNER:** Clint VanHoy

START POSITION: Standing with heels on marks facing uprange, hands relaxed at sides. Handgun is loaded and holstered per ready condition.

STAGE PROCEDURE:
Upon start signal engage targets from within the shooting area. Door activates drop-turret and clamball (which is a non-disappearing target).

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 16 Classic
SCORED RIFTS: Box 2 per paper
START STOP: Audible - Last shot
PENALTIES: Per the Current Edition of the USPSA Rulebook

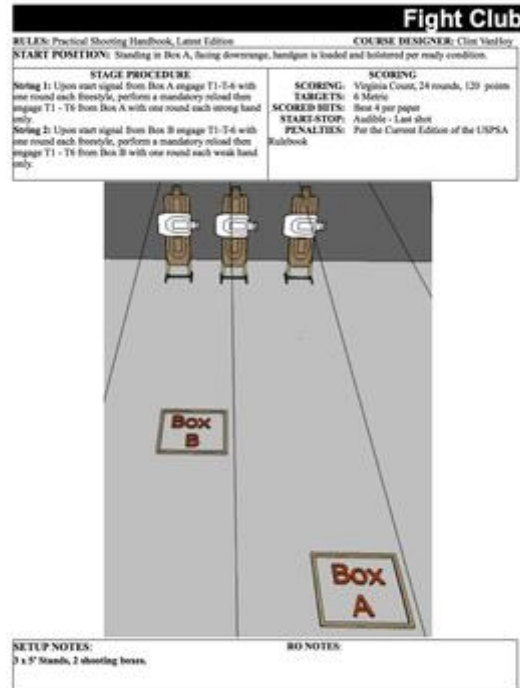
SETUP NOTES:
 - 4 x 5' Stands
 - 2 x 3' Stands
 - 4 x barrels
 - Door
 - Clamball
 - Drop Turret
 - 3 x Barricades
 Make sure at least 1/2" of no shoot is visible on double stack targets. Clamball is a non-disappearing target.
 *Targets are 1/2 bankover (not shown on stage description)

RO NOTES:

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 7 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	57.14%

Procedure	Upon start signal engage targets from within shooting area.
Starting position	Standing with heels on marks facing uprange, gun loaded & holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Fight Club



CoF	Virginia count - Long	Points	120 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	24
Firearm	Handgun	Match-%	42.86%

Procedure	String # 1: Upon start signal engage targets T1-T6 with one round each from box A then make a mandatory reload and engage targets T1 - T6 with one round only strong hand only. String # 2: Upon start signal engage targets T1-T6 with one round each from Box B then make a mandatory reload and engage targets T1-T6 with one found each weak hand only.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	